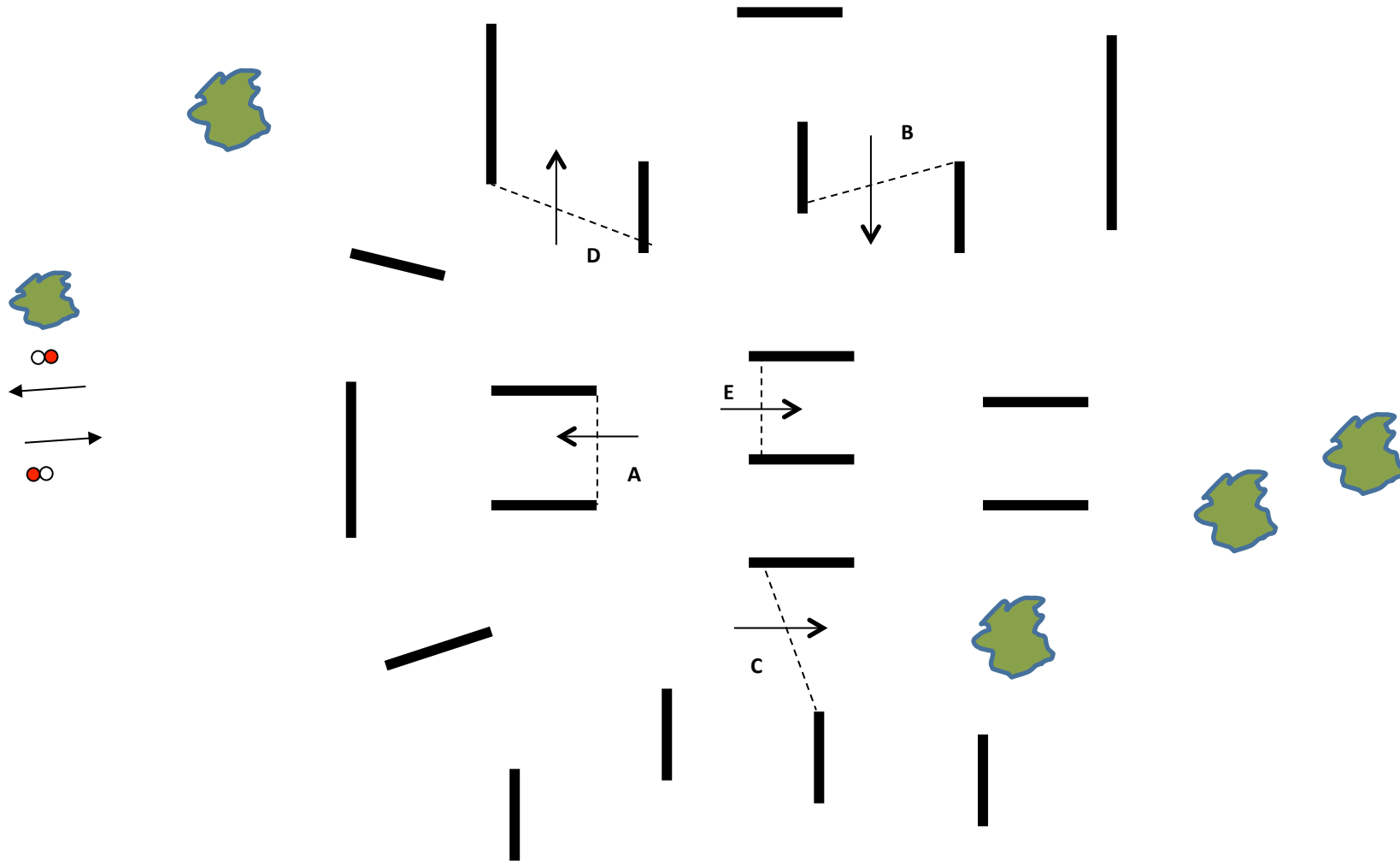
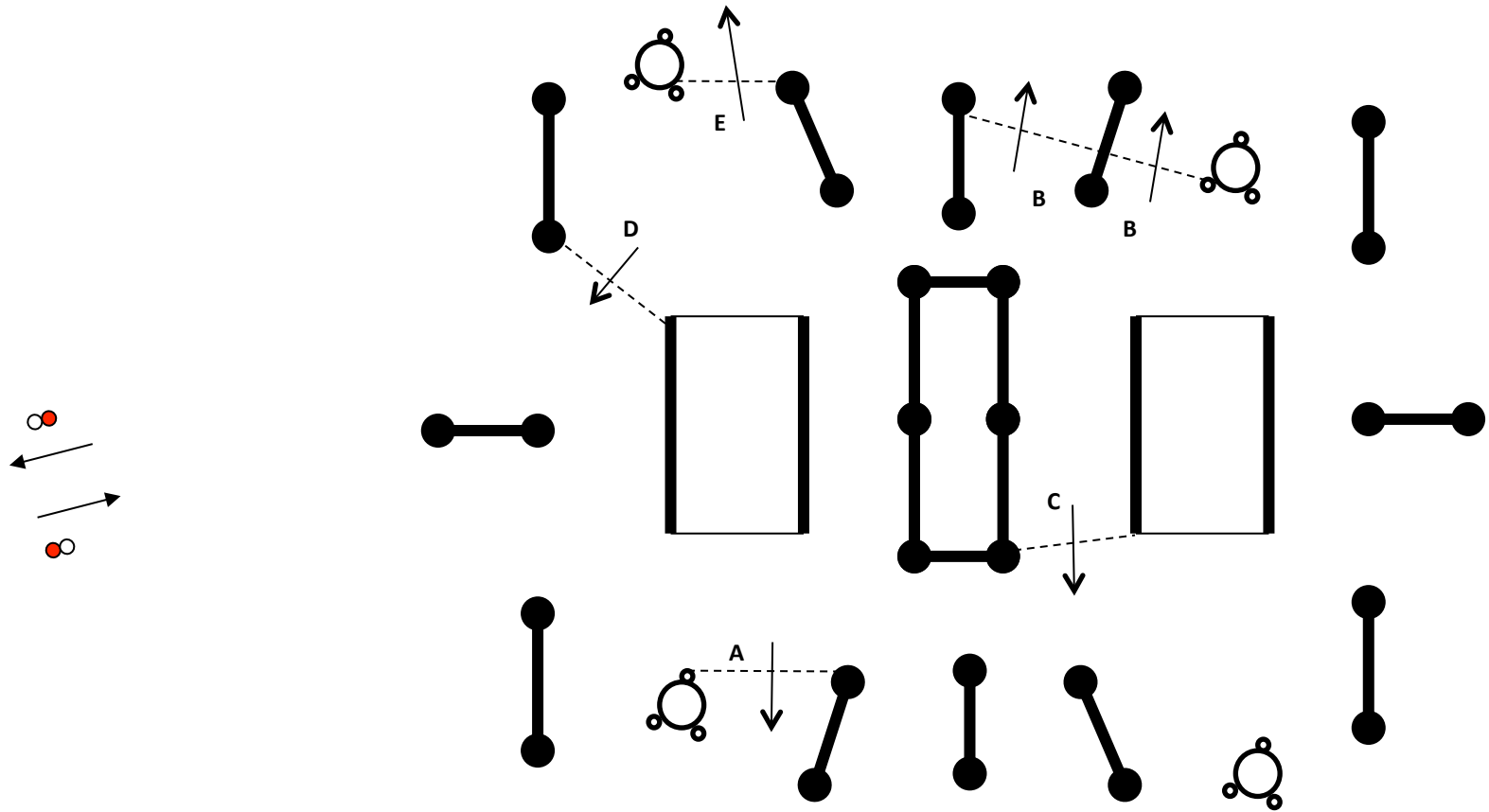


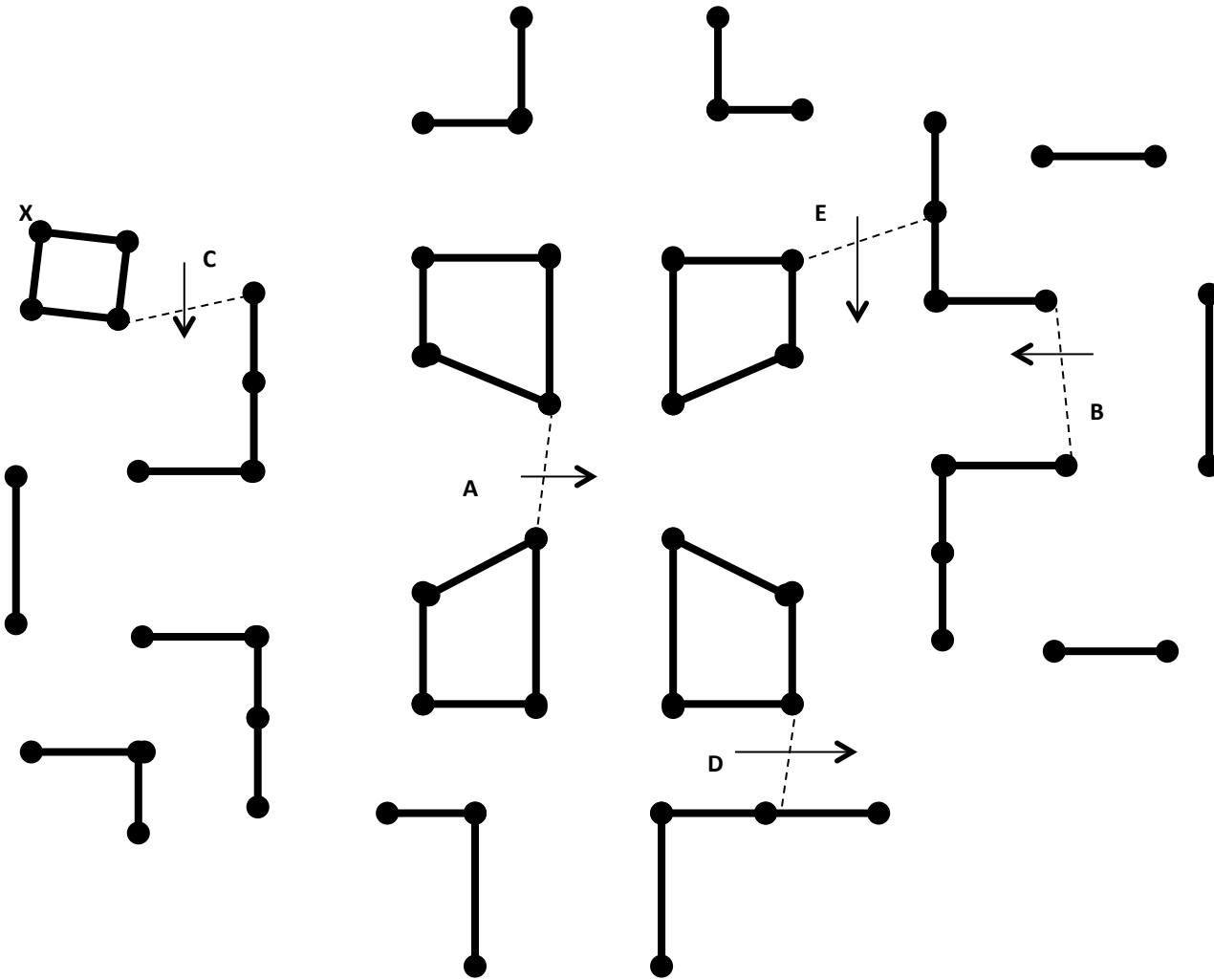
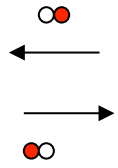
Obstacle 1



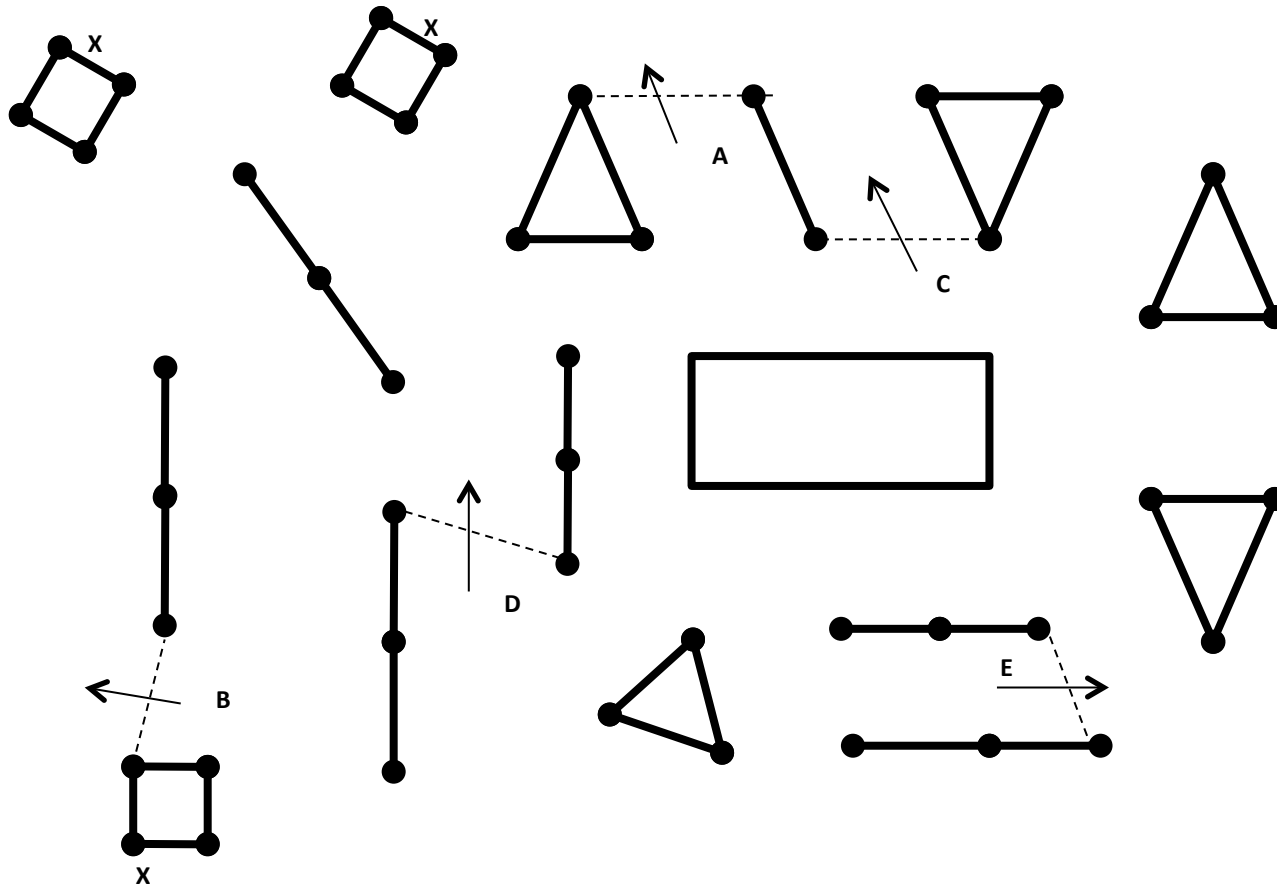
Obstacle 2



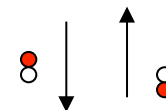
Obstacle 3



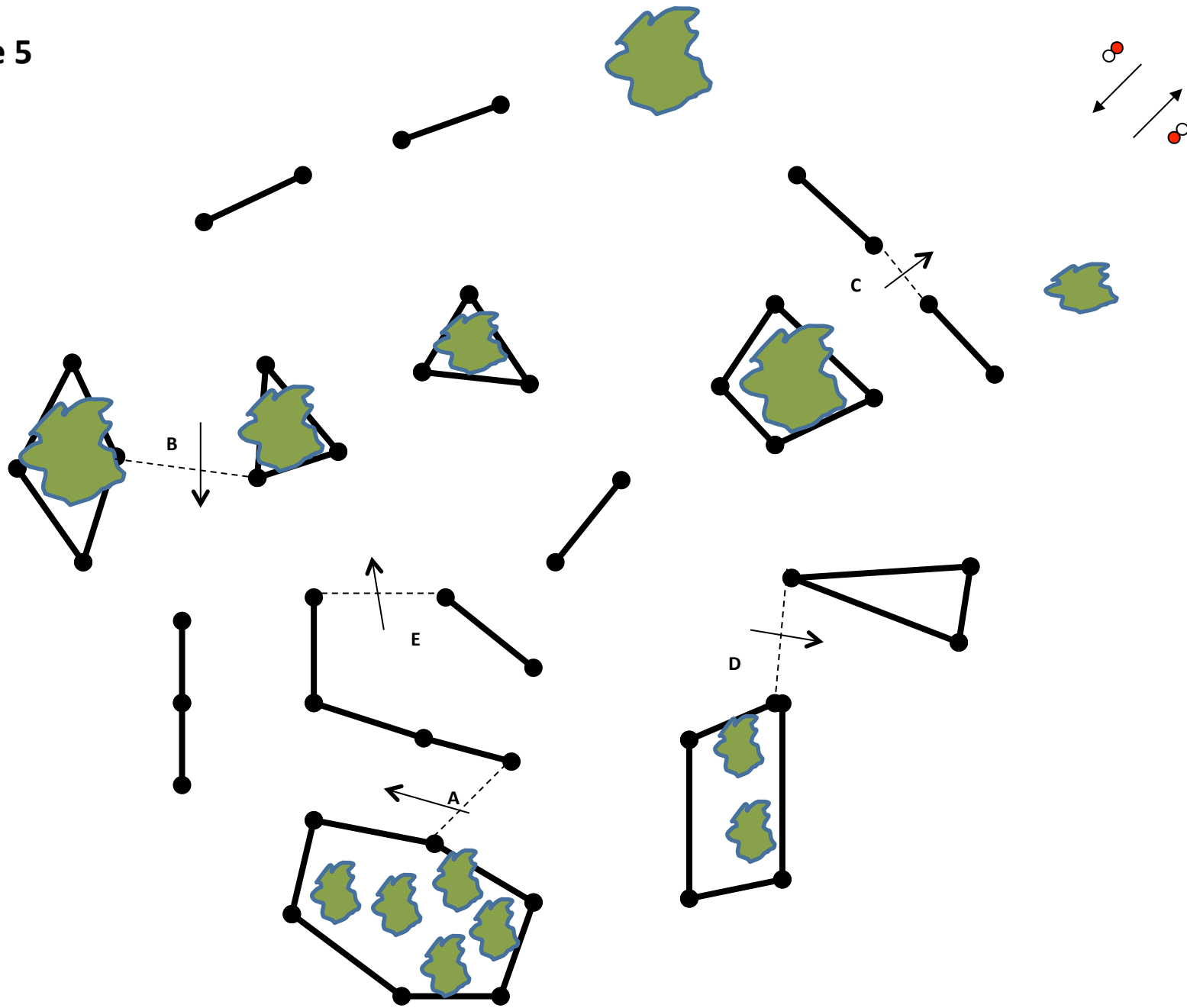
Obstacle 4



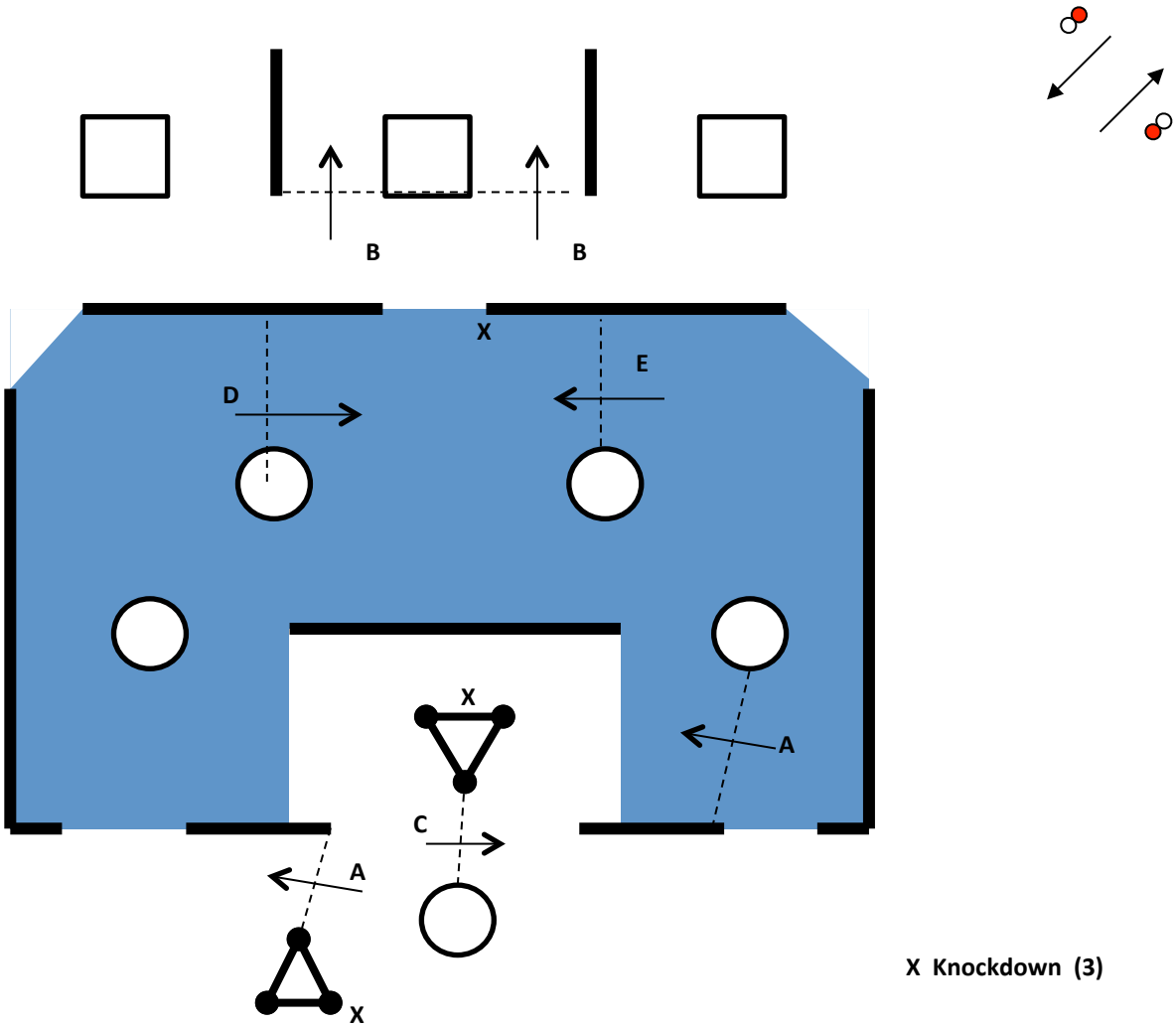
X Knockdown (3)



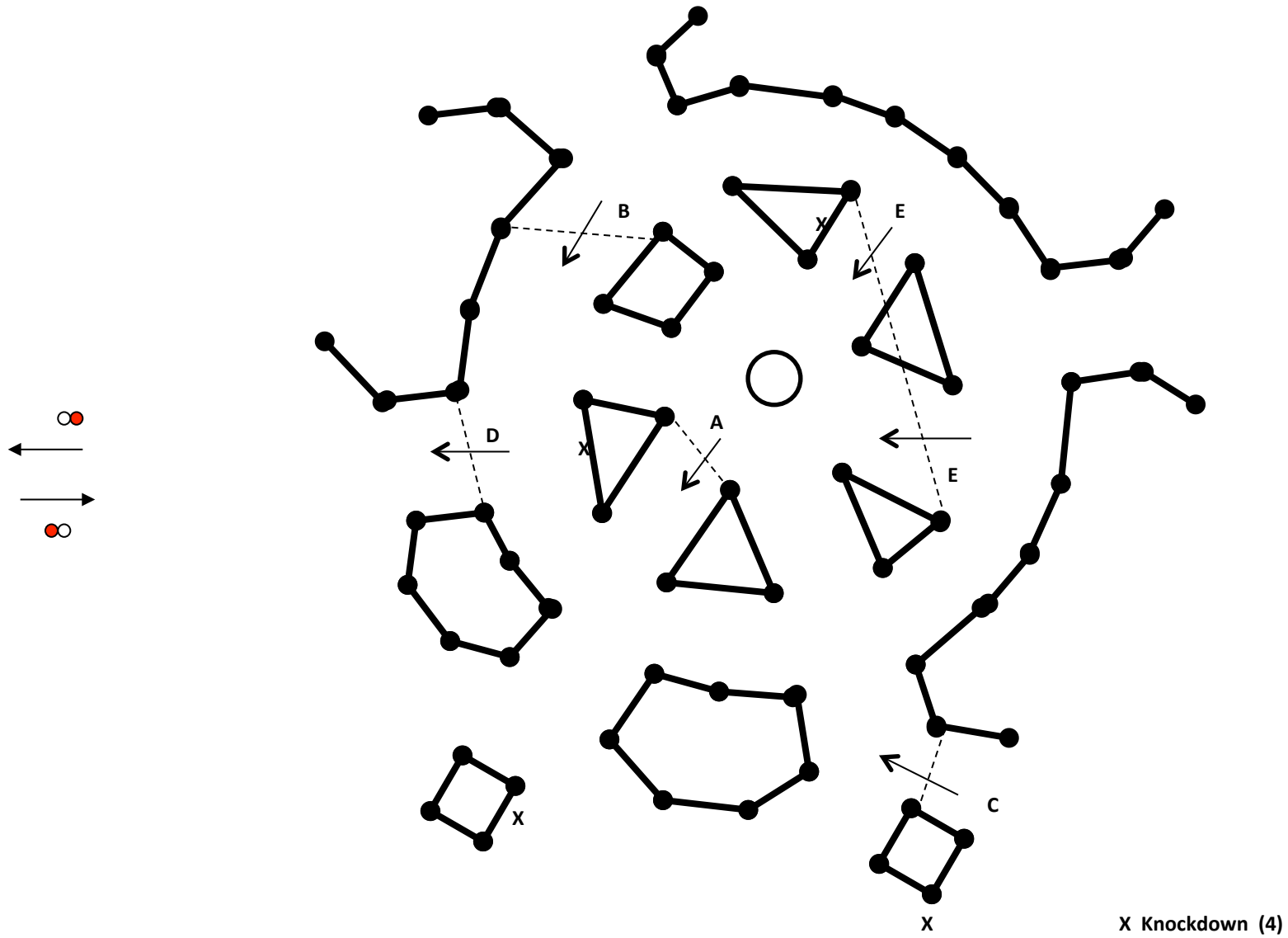
Obstacle 5



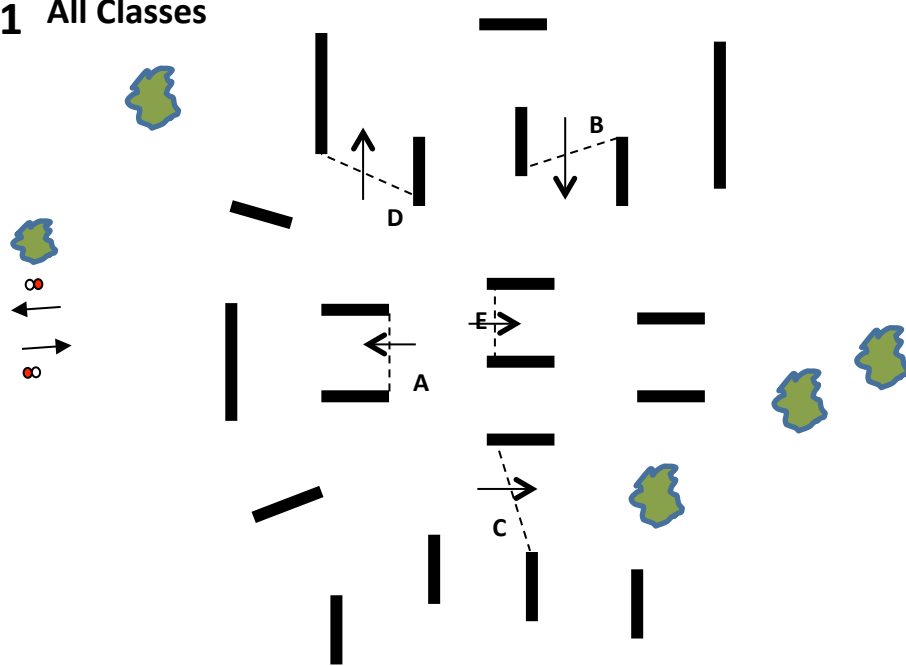
Obstacle 6



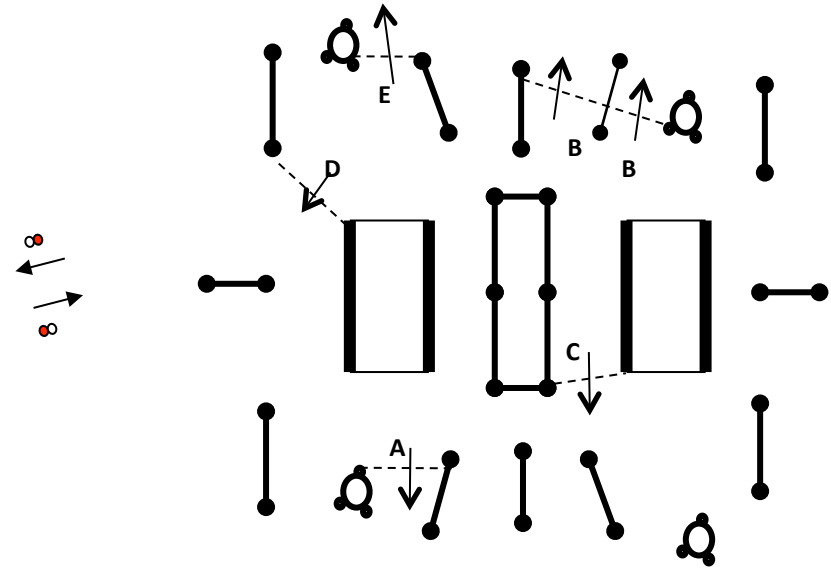
Obstacle 7



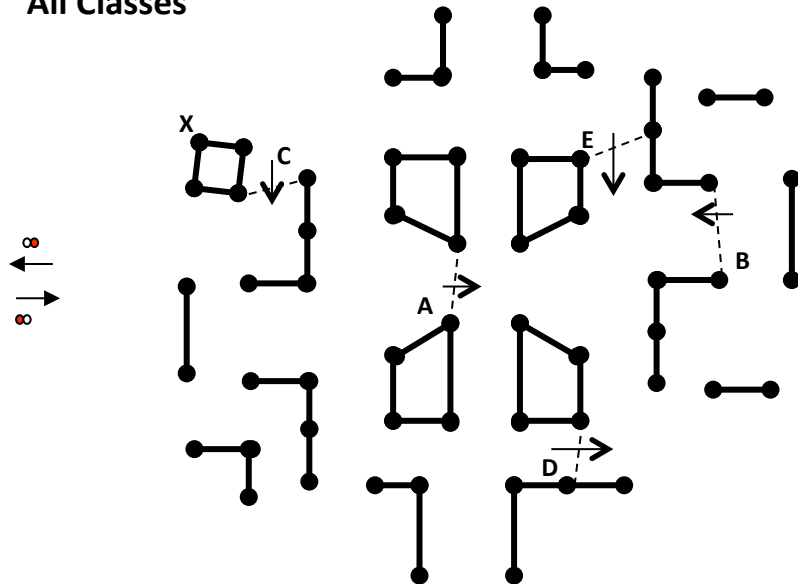
1 All Classes



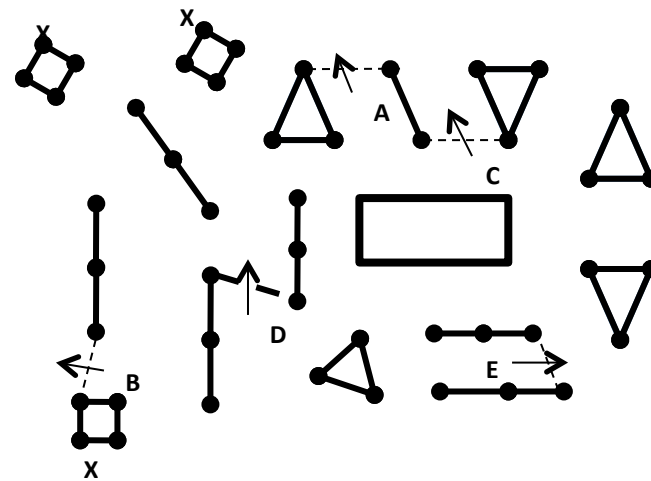
2 All Classes



3 All Classes



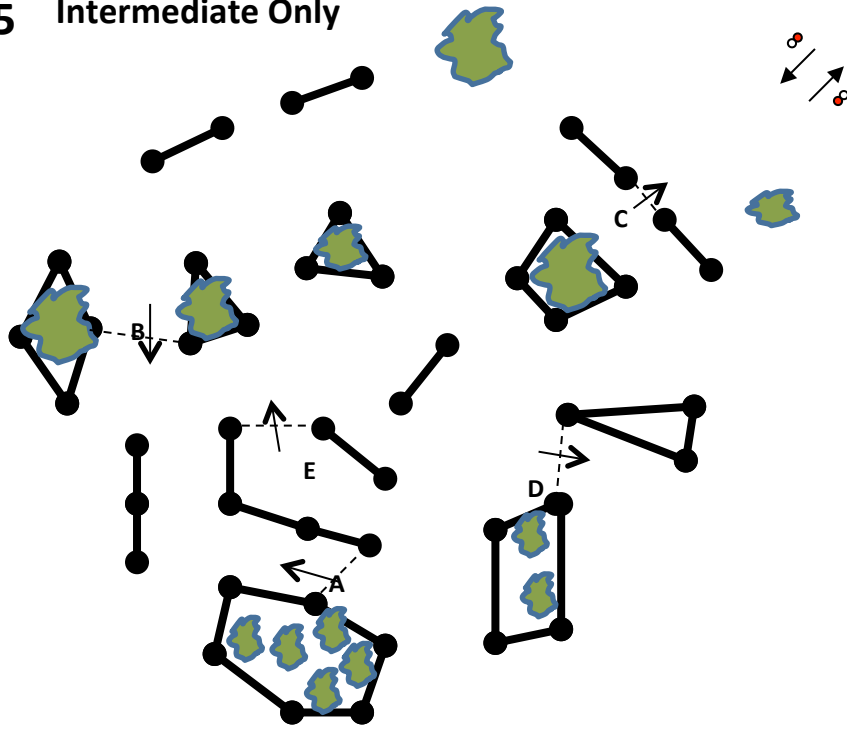
4 All Classes



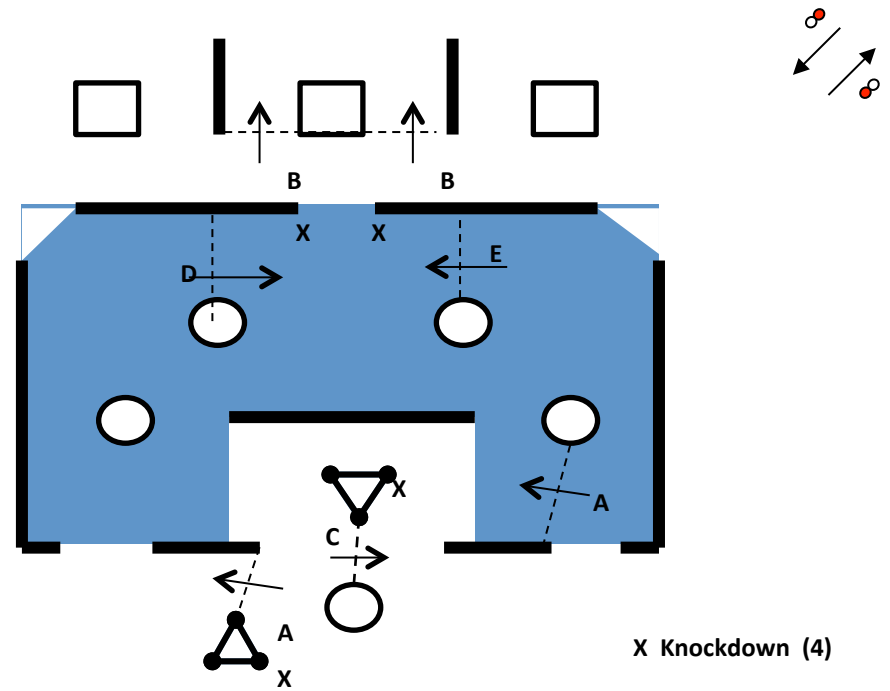
X Knockdown (3)



5 Intermediate Only

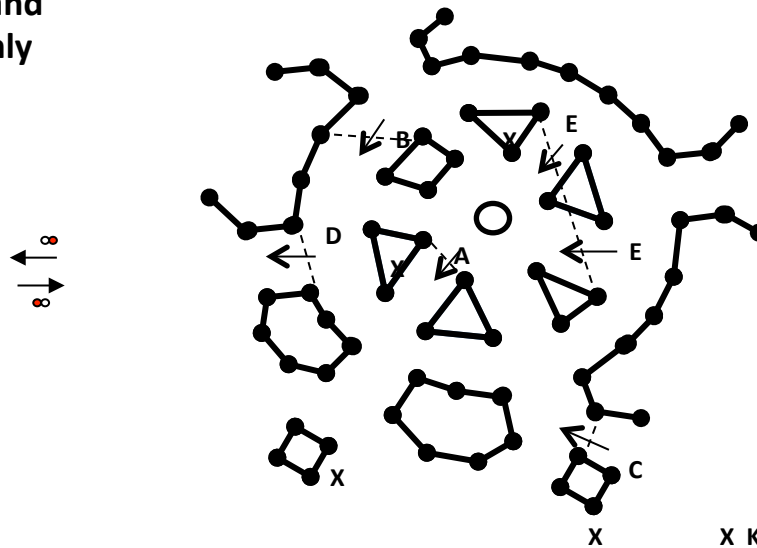


6 All Classes



X Knockdown (4)

7 Intermediate and Preliminary Only



X Knockdown (4)